

LEGION SICARAN PUNISHER ASSAULT TANK

180 POINTS

The Punisher-type Sicaran variant came into general use amongst the various Space Marine Legions in the final days of the Great Crusade, however the punisher rotary cannon it mounts has a far older history. Originally mounted on the now rare Cerberus pattern main battle tanks, the punisher had established a reputation as a deadly tool in the eradication of massed conscript infantry or hordes of swarming xenos creatures, limited only by its relatively short range and prodigious appetite for munitions. Married to the Sicaran hull, where the impressive speed of that vehicle effectively negated the short range of the weapon, and the complex feed assemblies developed as part of the various Terran accelerator cannon, the punisher is once again in widespread use among the Legions, though now it is employed against the very warriors it was intended to protect.

	Armour				
	BS	Front	Side	Rear	HP
Sicaran Punisher	4	13	12	12	3

Unit Composition

- 1 Sicaran Punisher

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Turret-mounted punisher rotary cannon
- Hull-mounted heavy bolter
- Extra armour
- Searchlight
- Smoke launcher

Special Rules

- Rolling Thunder

Options

- The Sicaran Punisher may take any of the following:
 - Hunter-killer missile +5 points
 - Dozer blade +5 points
 - Auxiliary Drive +10 points
 - Armoured Ceramite +20 points
- The Sicaran Punisher may take one of the following sets of two sponson weapons:
 - Heavy bolters +20 points
 - Lascannon +40 points
- The Sicaran Punisher may take one of the following additional pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +5 points
 - Heavy bolter +10 points
 - Heavy flamer +10 points
 - Multi-melta +15 points
 - Havoc launcher +15 points

The Legion Sicaran Punisher Assault Tank is a Heavy Support choice for the Space Marine Legion army list found in The Horus Heresy Legiones Astartes – Age of Darkness Army List book.

Punisher Rotary Cannon

The punisher rotary cannon fires a ceaseless barrage of high calibre shells, supported by a complex ammo-feed array and a gyro-assisted recoil compensator. Though each of the shells is little more than a solid ferro-carbide slug, the sheer rate of fire that this weapon is capable of is more than sufficient for the obliteration of large infantry formations or light vehicles.

	Range	Str	AP	Type
Punisher rotary cannon	36"	5	4	Heavy 18

Rolling Thunder

If given the opportunity to assume a hull down position and fully engage the extensive recoil absorption servos built into the vehicle's turret mechanism, the Punisher's crew is capable of vastly increasing the weapon's already prodigious rate of fire, saturating the target area with so many shells that even the heaviest armour cannot fully protect those caught within.

On any turn in which the Sicaran Punisher does not move in both the Movement phase and Shooting phase, the controlling player may choose to have the punisher rotary cannon gain the Rending special rule for any shooting attacks made that turn. However, if this rule is used then the punisher rotary cannon may not be fired during the controlling player's following turn.

